symbol. For example, and depending on specific code elsewhere in the script, the following extra line could be added to the end of the script file for an existing virtual reel symbol:

[0083] "setRelativeScale (1.0f, 1.5f, 1.0f)"

where the middle "1.5f" value would represent stretching the blurred reel symbol just to the ends of its respective reel stop. A lower value, such as "1.4f" might be used where some small amounts of white space between blurred reel symbols is desired, and a larger value, such as "1.6f" might be used where overstretching and the resulting interlacing of blurred reel symbols is desired. Depending upon the particular code conventions and parameters used, such an added line or lines of code may result in blurred reel symbols that are stretched to about double in size in a vertical direction, but that are not stretched in any other direction. Of course, other specific lines of code may also be used, and such code changes may involve added lines and/or changes to existing lines of code. Different scales might be also used, and stretching in a horizontal or other direction might also be implemented.

[0084] In various embodiments, the reel blur generator can be adapted to generate blurred reel symbols "on the fly." That is, given a set of static reel symbols to be displayed on virtual reels for a particular reel type game, the reel blur generator could generate corresponding blurred reel symbols at or about runtime, when such blurred reel symbols are to be displayed on the moving virtual reels. In such embodiments, a second set of blurred reel symbols might not need to be stored on any system components, since the reel blur generator would be adapted to blur a static reel symbol for display on a moving virtual reel once it has the graphics or script code for the static reel symbol. Such automated blurring of a static reel symbol could be done in the manner described above with respect to blurred reel symbols that are generated and stored in automated fashion. In some embodiments, such automated blurring on the fly could be facilitated by using existing functions in the video driver software, which functions might allow the video driver to take the static graphics for a specific image (e.g., reel symbol) and produce an emulated blurred image for those graphics.

[0085] In various alternative embodiments, the reel blur generator and/or one or more similar components can be used to generate substitute directional blur images for graphical objects that are not reel symbols and/or not on virtual rotating reels. For example, a shooting star moving across the display screen might start and/or finish as a visible static graphical object. However, the static graphic for such a shooting star can be replaced by a substitute corresponding blurred graphic for those times during which the shooting star is moving across the display screen. Such a process for substituting in a corresponding blurred graphic can be identical or similar to those processes disclosed herein for providing blurred reel symbols. Of course, substitute blurred images or graphics could be used for a wide variety of objects and images, and do not need to be limited to just a shooting star. In such cases, the reel blur generator or similar graphical motion blurring component might be referred to more generally as a graphical object blur generator.

[0086] It will be readily appreciated that the various disclosures herein with respect to processor-based gaming machines, virtual reels and methods involving the deliberate blurring of substitute reel symbols to better simulate motion can also be applied to wager-based gaming systems having networked gaming machines and other network components. Such systems can include components and configurations such as those described above with respect to FIG. **2**. In particular, such a wager-based gaming system can include a remote host that is in communication with some or all of the processor-based gaming machines, with the remote host being adapted to download static reel symbols, blurred reel symbols, virtual reel strips, or any combination thereof to the networked gaming machines. Where gaming machines are to be networked in such a wager-based gaming system, various gaming machine embodiments can also include a network interface (not shown) coupling the gaming machine to the system and its various remotely located networked components. Such a network interface would preferably facilitate the downloading of static reel symbols, blurred reel symbols, virtual reel strips, or any combination thereof to the networked gaming machines.

[0087] Such reel symbols and/or reel strips can be stored, for example, at database **70**, and then be made available to various gaming machines within the gaming system. Storage of various virtual reel symbols and entire virtual reels or reel strips can be made with respect to both original versions of static reel symbols and one or more corresponding blurred versions thereof. As such, blurring of the same reel symbol or reel strip can be done in different scales, with each such blurring being used and/or stored separately. Such different versions might be desirable, for example, where one gaming jurisdiction might place limits on various effects that a virtual gaming reel might be able to display. In such a gaming system, the blurring of static reel symbols to create corresponding substitute blurred reel symbols, as well as the creation of entire reel strips having such blurred reel symbols, can be done before or after a download from a remote host to a given gaming machine.

[0088] Such reel blur generation can be done by a network component, such as at the remote host, or within an individual gaming machine. Accordingly, a reel blur generator may be located at the remote host, or elsewhere within the gaming system and outside of an individual gaming machine. Such a remotely located reel blur generator could be beneficial to an overall system, particularly where such a system might have gaming machines that are not equipped with reel blur generators themselves. For example, where it is desirable for a system gaming machine to provide a reel-type game having reels with substitute blurred reel symbols for the display of reels in rotational motion, a reel blur generator on the network could provide appropriate substitute blurred reel symbols or entire substitute virtual reels having such blurred reel symbols where the gaming machine is not equipped to make such adjustments itself.

[0089] In some embodiments, reel blur generators can be located both within individual gaming machines, as detailed above, and also on one or more system components, such as at a remote host. Whether a reel blur generator is located on a system component or within a gaming machine, it is preferable that such a reel blur generator be able to take an input of an existing or preset virtual reel having various static reel symbols and reconfigure that existing or preset virtual reel such that its static reel symbols are replaced with corresponding blurred reel symbols when that virtual reel is displayed in rotational motion. A resultant "reconfigured" virtual reel can then be used by one or more system gaming machines, and can also be stored for future use. Such storage might be on a system storage component, such as database **70**, and/or at a local gaming machine storage device, such as at generator memory **146**. Thus, where a preset virtual reel or reel strip has